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Applicant: SHIBAURA ENG WORKS CO
LTD

Inventor: TANABE KIYOHRO
AUTOMATIC VENDING MACHINE

Abstract

PROBLEM TO BE SOLVED: To vend merchandise unexpected for a user by selecting merchandise through a selecting means at random.

SOLUTION: When the user puts in money from a coin slot or a paper money slot, a mystery button 30 is turned on and a main control board 34 determines the merchandise, which can be vent within the range of put-in amount, at random. In this case, discounting is performed concerning the merchandise determined at random. Namely, money is returned by subtracting the discounted price of merchandise from the put-in amount. Thus, since the merchandise is selected at random regardless of the intention of user when the mystery button 30 is turned on, the user can purchase the merchandise that is not purchased conventionally. In such a case, since the merchandise is discounted rather than purchase in ordinary state, probability for the user to press this mystery button 30 is increased as well.

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